WE CLAIM:

1   1. A game machine comprising:

2   a reel display module providing a changing display state of a plurality of types of symbols

3   in a plurality of regions and a static display state of said changingly displayed symbols in said

4   regions, at least one of said symbols being a special symbol;

5   a measuring module measuring a count that is a number of times said special symbol is

6   displayed in said reel display module in at least one of said changing display state and said static

7   display state; and

8   a game points determining module determining game points to be awarded to a player

9   based on said measured count.

1   2. A game machine as described in claim 1, further comprising a selection module

2   selecting at least one of said symbols to be changed to said special symbol.

1   3. A game machine as described in claim 1, wherein said game points determining module

2   calculates said game points to be awarded to said player using said measured count as one variable.

1   4. A game machine as described in claim 3, wherein said one variable is a sum of a

2   plurality of said measured counts, each of said measured counts being a number of times said

3   special symbol is displayed in one of said regions.

1   5. A game machine as described in claim 1, wherein said game points determining module

2   determines said game points to be awarded to said player by using said measured count to look up

3   a table set up ahead of time to associate said count and said game points to be awarded.

1   6. A game machine as described in claim 1, further comprising:

2   a special region in said reel display module; and

3   said count being a number of times said special symbol is displayed in said special region in

4   at least one of said changing display state and said static display state.

1   7. A game machine as described in claim 6, wherein said special region is a payline in said

2   reel display module.

1   8. A game machine as described in claim 1, further comprising a count display module

2   displaying said count measured by said measuring module in association with each of said plurality

3   of regions.

1   9. A game machine comprising:

2   a reel display module providing a changing display state of a plurality of types of main

3   symbols in a plurality of regions and a static display state of said changingly displayed main

4   symbols in said regions, at least one of said main symbols being a special symbol;

5   a sub-symbol display module displaying at least one of a plurality of types of sub-symbols;

6   a sub-symbol selection module randomly selecting, from said plurality of types of said sub-

7   symbols, a sub-symbol to be displayed in said sub-symbol display module each time said special

8   symbol is displayed in at least one of said changing display state and said static display state in said

9   reel display module; and

10   a game point determination module determining a game point to be awarded to a player

11   based on said sub-symbol to be displayed in said sub-symbol display module when said special

12   symbol is displayed in said static display state in said reel display module.

1   10. A game machine as described in claim 9, further comprising a selection module

2   selecting at least one of said main symbols to be changed to said special symbol.

1   11. A game machine as described in claim 9, further comprising:

2   a plurality of said sub-symbol display modules, each sub-symbol display module

3   corresponding to one of said regions;

4   each time said special symbol is displayed in at least one of said changing display state and

5   said static display state in said reel display module, said sub-symbol selection module randomly

6   selects said sub-symbol to be displayed in said sub-symbol display module corresponding to said

7   region.

1   12. A game machine as described in claim 9, further comprising:

2   a special region in said reel display module;

3   each time said special symbol is displayed in at least one of said changing and said static

4   display state in said special region, said sub-symbol selection module randomly selects said sub-

5   symbol to be displayed in said sub-symbol display module corresponding to one of said regions.

1   13. A game machine as described in claim 12, wherein:

2   a plurality of said special regions is set up in correspondence with said regions; and

3   said sub-symbol selection module randomly selects said sub-symbol to be displayed in said

4   sub-symbol display module corresponding to one of said regions each time said special symbol is

5   displayed in said special region in at least one of said changing and said static display state.

1   14. A game machine as described in claim 12, wherein said special region is a pay line in

2   said reel display module.

1   15. A game machine as described in claim 6, further comprising a special region

2   determination module determining, through random selection, a position for said special region in

3   said reel display module; wherein said randomly selected special region is displayed in said reel

4   display module.

1   16. A game machine as described in claim 15, wherein said special region determining

2   module determines said special region through random selection when said special symbol is

3   displayed in said changing display state.

1   17. A game machine comprising:

2   a reel display module providing a changing display state of a plurality of types of symbols

3   in a plurality of regions and a static display state of said changingly displayed symbols in said

4   regions, at least one of said symbols being a special symbol;

5   a storage module storing a count that is a number of times said special symbol is displayed

6   by said reel display module in at least one of said changing display state and said static display

7   state; and

8   a game points determining module determining game points to be awarded to a player

9   based on said stored count.

1   18. A game machine as described in claim 17, further comprising a selection module

2   selecting at least one of said symbols to be changed to said special symbol.

1   19. A game machine as described in claim 17, wherein said game points determining

2   module calculates said game points to be awarded to said player using said stored count as one

3   variable.

1   20. A game machine as described in claim 19, wherein said one variable is a sum of a

2   plurality of said stored counts, each of said stored counts being a number of times said special

3   symbol is displayed in one of said regions.

1   21. A game machine as described in claim 17, wherein said game points determining

2   module determines said game points to be awarded to said player by using said stored count to look

3   up a table set up ahead of time to associate said count and said game points to be awarded.

1   22. A game machine as described in claim 17, further comprising:

2   a special region in said reel display module; and

3 said count being a number of times said special symbol is displayed in said special region in

4 at least one of said changing display state and said static display state.

1 23. A game machine as described in claim 22, wherein said special region is a payline in

2 said reel display module.

1 24. A game machine as described in claim 17, further comprising a count display module

2 displaying said count stored by said storage module in association with each of said plurality of

3 regions.

1 25. A game machine comprising:

2 a reel display module providing a changing display state of a plurality of types of main

3 symbols in a plurality of regions and a static display state of said changingly displayed main

4 symbols in said regions, at least one of said main symbols being a special symbol;

5 a sub-symbol display module displaying at least one of a plurality of types of sub-symbols;

6 a sub-symbol selection module randomly selecting, from said plurality of types of said sub-

7 symbols, a sub-symbol to be displayed in said sub-symbol display module each time said special

8 symbol is displayed in at least one of said changing display state and said static display state in said

9 reel display module; and

10 a game point determination module determining a game point to be awarded to a player

11 based on said sub-symbol to be displayed in said sub-symbol display module when said special

12 symbol is displayed in said static display state in said reel display module.

1   26.   A game machine as described in claim 25, further comprising a selection module

2 selecting at least one of said main symbols to be changed to said special symbol.

1   27.   A game machine as described in claim 25, further comprising:

2   a plurality of said sub-symbol display modules, each sub-symbol display module

3 corresponding to one of said regions;

4   each time said special symbol is displayed in at least one of said changing display state and

5 said static display state in said reel display module, said sub-symbol selection module randomly

6 selects said sub-symbol to be displayed in said sub-symbol display module corresponding to said

7 region.

1   28.   A game machine as described in claim 25, further comprising:

2   a special region in said reel display module;

3   each time said special symbol is displayed in at least one of said changing and said static

4 display state in said special region, said sub-symbol selection module randomly selects said sub-

5 symbol to be displayed in said sub-symbol display module corresponding to one of said regions.

1   29.   A game machine as described in claim 28, wherein:

2   a plurality of said special regions is set up in correspondence with said regions; and

3   said sub-symbol selection module randomly selects said sub-symbol to be displayed in said

4 sub-symbol display module corresponding to one of said regions each time said special symbol is

5 displayed in said special region in at least one of said changing and said static display state.

1   30. A game machine as described in claim 28, wherein said special region is a pay line in

2   said reel display module.

1   31. A game machine as described in claim 22, further comprising a special region

2   determination module determining, through random selection, a position for said special region in

3   said reel display module; wherein said randomly selected special region is displayed in said reel

4   display module.

1   32. A game machine as described in claim 31, wherein said special region determining

2   module determines said special region through random selection when said special symbol is

3   displayed in said changing display state.

1   33. A method of providing a game, said method comprising the steps of:

2   providing a changing display state of a plurality of types of symbols in a plurality of

3   regions of a reel display module and a static display state of said changingly displayed symbols in

4   said regions of said reel display module, at least one of said symbols being a special symbol;

5   storing a count that is a number of times said special symbol is displayed by said reel

6   display module in at least one of said changing display state and said static display state; and

7   determining game points to be awarded to a player based on said stored count.

1   34. The method as described in claim 33, further comprising the step of selecting at least

2   one of said symbols to be changed to said special symbol.

1   35. The method as described in claim 33, further comprising the step of calculating said

2   game points to be awarded to said player using said stored count as one variable.

1   36. The method as described in claim 35, wherein said one variable is a sum of a plurality

2   of said stored counts, each of said stored counts being a number of times said special symbol is

3   displayed in one of said regions.

1   37. The method as described in claim 33, wherein said game points determining step

2   comprises the step of looking up a table set up ahead of time to associate said count and said game

3   points to be awarded.

1   38. The method as described in claim 33, wherein said count is a number of times said

2   special symbol is displayed in a special region in said reel display module in at least one of said

3   changing display state and said static display state.

1   39. The method as described in claim 38, wherein said special region is a payline in said

2   reel display module.

1   40. The method as described in claim 33, further comprising the step of displaying said

2   stored count in association with each of said plurality of regions.

1   41. The method of providing a game, said method comprising the steps of:

2   providing a changing display state of a plurality of types of main symbols in a plurality of

3   regions in a reel display module and a static display state of said changingly displayed main

4   symbols in said regions in said reel display module, at least one of said main symbols being a

5   special symbol;

6   displaying at least one of a plurality of types of sub-symbols in a sub-symbol display

7   module;

8   randomly selecting, from said plurality of types of said sub-symbols, a sub-symbol to be

9   displayed in said sub-symbol display module each time said special symbol is displayed in at least

10   one of said changing display state and said static display state in said reel display module; and

11   determining a game point to be awarded to a player based on said sub-symbol to be

12   displayed in said sub-symbol display module when said special symbol is displayed in said static

13   display state in said reel display module.

1   42. The method as described in claim 41, further comprising the step of selecting at least

2   one of said main symbols to be changed to said special symbol.

1   43. The method as described in claim 41, further comprising the step of randomly

2   selecting said sub-symbol to be displayed in said sub-symbol display module corresponding to said

3   region, each time said special symbol is displayed in at least one of said changing display state and

4   said static display state in said reel display module, wherein each said sub-symbol display module

5   corresponds to one of said regions.

1   44. The method as described in claim 41, further comprising the step of:

2   randomly selecting said sub-symbol to be displayed in said sub-symbol display module

3   corresponding to one of said regions each time said special symbol is displayed in at least one of

4   said changing and said static display state in a special region in said reel display module.

1   45. The method as described in claim 44, further comprising the step of:

2   randomly selecting said sub-symbol to be displayed in said sub-symbol display module

3   corresponding to one of said regions each time said special symbol is displayed in said special

4   region in at least one of said changing and said static display state, wherein a plurality of said

5   special regions is set up in correspondence with said regions.

1   46. The method as described in claim 44, wherein said special region is a pay line in said

2   reel display module.

1   47. The method as described in claim 46, further comprising the step of determining,

2   through random selection, a position for said special region in said reel display module; wherein

3   said randomly selected special region is displayed in said reel display module.

1   48. The method as described in claim 47, wherein said special region determining step

2   determines said special region through random selection when said special symbol is displayed in

3   said changing display state.

1   49. A game machine as described in claim 18, wherein said game points determining

2   module calculates said game points to be awarded to said player using said stored count as one

3   variable.

1   50. A game machine as described in claim 18, wherein said game points determining

2   module determines said game points to be awarded to said player by using said stored count to look

3   up a table set up ahead of time to associate said count and said game points to be awarded.

1   51. A game machine as described in claim 26, further comprising:

2   a plurality of said sub-symbol display modules, each sub-symbol display module

3   corresponding to one of said regions;

4   each time said special symbol is displayed in at least one of said changing display state and

5   said static display state in said reel display module, said sub-symbol selection module randomly

6   selects said sub-symbol to be displayed in said sub-symbol display module corresponding to said

7   region.

1   52. A game machine as described in claim 29, wherein said special region is a pay line in

2   said reel display module.

1   53. A game machine as described in claim 28, further comprising a special region

2   determination module determining, through random selection, a position for said special region in

3   said reel display module; wherein said randomly selected special region is displayed in said reel

4   display module.